

# EXHIBIT 77

REDACTED

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1 UNITED STATES DISTRICT COURT

2 FOR THE WESTERN DISTRICT OF WASHINGTON AT SEATTLE

3  
4 ) Case No.

5 IN RE VALVE ANTITRUST LITIGATION ) 2:21-cv-00563-JCC

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VIDEO-RECORDED VIDEOCONFERENCE DEPOSITION UPON ORAL

EXAMINATION OF

CHRIS BOYD

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9:02 A.M.

NOVEMBER 17, 2023

WITNESS LOCATION: BELLEVUE, WASHINGTON

REPORTED BY: CARLA R. WALLAT, CRR, RPR

WA CCR 2578, OR CSR 16-0443, CA CSR 14423

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1 MR. SKOK: Object to the form.

2 A. In that hypothetical situation, we would deal  
3 with it at that time. I mean, it's just -- we'd have  
4 a -- obviously, have a conversation about it. I -- it  
5 has not come up.

6 Q. (BY MR. FAISMAN) [REDACTED]

7 [REDACTED]  
8 A. Oh, there's -- there's quite a few.

9 Q. Can you give me some examples?

10 A. Sure.

11 [REDACTED]

23 Q. How many concurrent users are on Steam during  
24 peak times?

25 A. I don't have the exact number, but we publish

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1 it online.

2 Q. Is it in the millions?

3 A. We publish it online. If you want, you can go  
4 look right now on the store.

5 Q. Do you have that information in your head or  
6 not?

7 A. I don't know the exact number right now. As I  
8 said, we publish it online so you can -- you can go  
9 check it out.

10 Q. And you don't know whether it's in the  
11 millions?

12 A. I mean --

13 MR. SKOK: Object to the form.

14 A. It -- if -- if -- it is -- it is in the  
15 millions, over a million users, yeah, if that's what  
16 you're asking. But for an exact number, there's a --  
17 we publish the exact numbers online.

18 Q. (BY MR. FAISMAN) So Valve takes the Steam  
19 platform down and makes it unavailable for maintenance,  
20 correct?

21 A. Yes.

22 Q. And those are what you would consider planned  
23 downtimes as opposed to unplanned events, correct?

24 A. Correct.

25 Q. How often do those planned downtimes happen?

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1           A. The -- the -- if I -- if I understand what  
2 you're talking about correctly, there's a planned  
3 weekly downtime for the backend servers.

4           Q. And what time does that normally happen each  
5 week?

6           A. It happens on Tuesday and then it moves based  
7 on daylight savings time.

8           Q. Have there always been those weekly downtimes  
9 on Tuesdays throughout the history of Steam?

10          A. I -- I can only talk about since I joined the  
11 company, and I don't remember if it's always been on  
12 Tuesday.

13          Q. Since you joined the company in 2008, have  
14 there always been planned downtimes each week?

15          A. We don't necessarily do it every week. But  
16 there's certainly times that we have -- we haven't, but  
17 in general, there's usually a planned weekly downtime  
18 maintenance.

19          Q. So most of the time, there's a planned weekly  
20 downtime, right?

21          A. Correct.

22          Q. [REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]

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1

[REDACTED]

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10 Q. (BY MR. FAISMAN) And those are services  
11 developed by Valve?

12 A. Correct.

13 Q. You're aware, generally, that many technology  
14 platforms support no downtime upgrades and updates,  
15 correct?

16 A. I'm not sure what the general practice is  
17 there, no.